(define (problem gripper-3)

(:domain gripper-domain)

(:objects rooma roomb ball1 ball2 left right)

(:init

(room rooma)

(room roomb)

(ball ball1)

(ball ball2)

(gripper left)

(gripper right)

(at-robby roomb)

(not (free left))

(free right)

(at ball1 rooma)

(at ball2 rooma))

(:goal (and (at ball1 roomb) (at ball2 roomb))))